CS 174A W22 Final Project
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To run Planet Walk:
- Open in localhost:8000
- On WebStorm, open through index.html

What to expect:
- View of a planetary scene focused over a character on said planet
- Shooting stars aimed at planet
- Stars in background
- Orbiting planets

How to interact:
- Press buttons to move character and jump
  - i to move forward
  - j to move left
  - l to move right
  - k to move backward
  - ; to jump
- Camera angle will remain on character, scene and planet will move around it
- When an asteroid hits the character, a window reading "Collision!" will pop up and require an OK to continue
  - After 5 of these, a second message will pop up prompting the user to restart the game
  - To increase frequency of asteroids and likelihood of collision, change SPAWN_RATE in Character.js
- To view the whole scene from far away, press 1